



AVENGER

© 1981 COMMODORE INTERNATIONAL. All rights reserved.
No part of this program or accompanying instruction leaflet may be
duplicated, copied, transmitted or reproduced in any form or by any
means without the prior written permission of Commodore Home
Computer Division.

Commodore Home Computer Division
675 Ajax Avenue, Slough Trading Estate,
Slough, Berks. SL1 4BD England.

 **commodore**
COMPUTER


AVENGER

Instructions for use

SETTING UP

Read all instructions carefully — Check you have followed the correct procedure for setting up the VIC and inserting this cartridge.

Once you have plugged in this cartridge and turned on the VIC you may find the picture is offset to the top left of your TV screen.

To centre the picture use the  key. Each time you press this key the image will move across the screen to the right. Keep pressing this key until you are satisfied the image is centred within your screen.

OBJECTIVE

As in the arcade version, space creatures are trying to take over the Earth.

Your objective is to destroy all aliens with a Laser cannon before they succeed in landing.

HOW TO START THE GAME

First of all turn the volume up and press the  function key to start the game. This is the large key at the extreme top right hand of the keyboard.

HOW TO USE THE LASER CANNON

So as to have manoeuvrability and be able to avoid the bombs being dropped by aliens, the Laser cannon can be moved either to the right or left. This is achieved by pressing the following keys:—



Moves the Laser cannon to the left.



Moves the Laser cannon to the right.

To fire the Laser press the key marked .

For further protection there are 4 bunkers behind which your Laser cannon moves; these are situated towards the base of your screen. These bunkers protect your Laser cannon from alien bombs, but as the game progresses, the bunkers get severely damaged and eventually break up completely.

If you have a Commodore Joystick you may use this instead to move and fire the Laser.

POINTS SCORED

Every time an alien is destroyed with Laser fire, points are scored and displayed on the TV screen. The points vary depending on the type of alien destroyed.



10 POINTS



20 POINTS



30 POINTS



MYSTERY SCORE

Once or twice during the ensuing battle you will be aware of the Mother Ship travelling along the top of your TV screen. If hit by Laser a mystery score will be displayed. This score may differ from the previous time when the Mother Ship was destroyed.

Don't forget, aliens are continually dropping bombs to wipe out your Laser cannon, so be careful. You have three Laser cannons in all, plus a bonus Laser if you should score 1500 points or more during the game.

If any alien succeeds in landing — then the aliens have achieved their objective and the game is over.

So go and get 'em!!